

MULTIPLE SLOT BINARY MESSAGE WITH COMMUNICATIONS STATE (MESSAGE 26)

This message is primarily intended for scheduled binary data transmissions by applying either the SOTDMA or ITDMA access scheme. This multiple slot binary message can contain up to 1 004 data-bits (using 5 slots) depending on the coding method used for the contents, and the destination indication of broadcast or addressed. This message should not be acknowledged by either Message 7 or 13. Since the data content of this binary message is defined by the application, Message 26 is an [Application Specific Message \(click on this link for a registry of recognized Application Specific Messages\)](#). Where possible, Message 26 should be used in place of Message 6 or 8.

Parameter	Number of bits	Description			
Message ID	6	Identifier for Message 26; always 26			
Repeat indicator	2	Used by the repeater to indicate how many times a message has been repeated. 0-3; default = 0; 3 = do not repeat any more			
Source ID	30	MMSI number of source station			
Destination indicator	1	0 = Broadcast (no Destination ID field used) 1 = Addressed (Destination ID uses 30 data bits for MMSI)			
Binary data flag	1	0 = unstructured binary data (no Application Identifier bits used) 1 = binary data coded as defined by using the 16-bit Application identifier			
Destination ID	0/30	Destination ID (if used)		If Destination indicator = 0 (Broadcast); no data bits are needed for the Destination ID. If Destination indicator = 1; 30 bits are used for the Destination ID and 2 spare bits for byte alignment.	
Spare bits	0/2	Spare (if Destination ID used)			
Binary data	Broadcast Maximum 104	Application identifier (if used)	16 bits	Bit	Description
				15-6	Designated area code (DAC). This code is based on the maritime identification digits (MID). Exceptions are 0 (test) and 1 (international). Although the length is 10 bits, the DAC codes equal to or above 1 000 are reserved for future use
				5-0	Function identifier (FI). The meaning should be determined by the authority which is responsible for the area given in the designated area code
	Addressed Maximum 72	Application binary data	Broadcast Maximum 88 bits Addressed Maximum 56 bits	Application specific data	
Binary data added by 2nd slot	224	Allows for 32 bits of bit-stuffing			

Binary data added by 3rd slot	224	Allows for 32 bits of bit-stuffing
Binary data added by 4th slot	224	Allows for 32 bits of bit-stuffing
Binary data added by 5th slot	224	Allows for 32 bits of bit-stuffing
Spare	4	Needed for byte alignment
Communication state selector flag	1	0 = SOTDMA communication state follows 1 = ITDMA communication state follows
Communication state	19	SOTDMA communication state (see § 3.3.7.2.1, Annex 2), if communication state selector flag is set to 0, or ITDMA communication state (§ 3.3.7.3.2, Annex 2), if communication state selector flag is set to 1
Maximum number of bits	Maximum 1 064	Occupies up to 3 slots, or up to 5 slots when able to use FATDMA reservations. For Class B “SO” mobile AIS stations the length of the message should not exceed 3 slots. Class B “CS” mobile AIS stations should not transmit

The table below gives the maximum number of binary data-bits for settings of destination indicator and coding method flags, such that, the message does not exceed the indicated number of slots.

Destination indicator	Binary data flag	Binary data (maximum bits)				
		1-slot	2-slot	3-slot	4-slot	5-slot
0	0	104	328	552	776	1000
0	1	88	312	536	760	984
1	0	72	296	520	744	968
1	1	56	280	504	728	952

(Source: [Rec. ITU-R M.1371-5](#))